

AMENDMENTS TO THE SPECIFICATION:

Please replace paragraph 0006 with the following amended paragraph:

[0006] One approach that has appeal is to make the animation engine responsible for making animated characters increasingly more intelligent. For example, it is possible to define an “intelligent” animated character within a three-dimensional environment and allow the character to react to the environment based on its programmed qualities. If the character is sufficiently intelligent, rather complex reactions can be dynamically created “on the fly” by the real time animation engine -- saving the game developer the massive amount of time and effort that might otherwise be required to script out the animation sequence. See, for example, U.S. Patent Application Serial No. 09/382,819 of Comair et al filed 25 August 1999 entitled “Object Modeling For Computer Simulation And Animation” incorporated by reference herein.

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